

FIG. 1

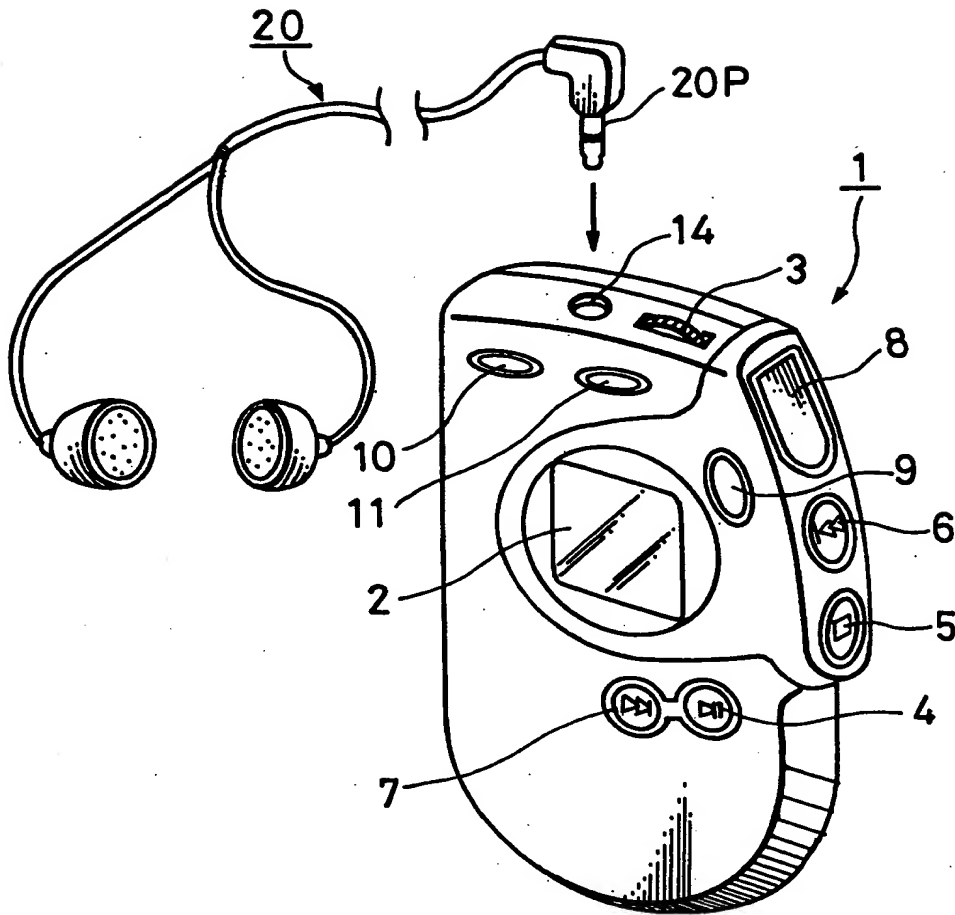


FIG. 2

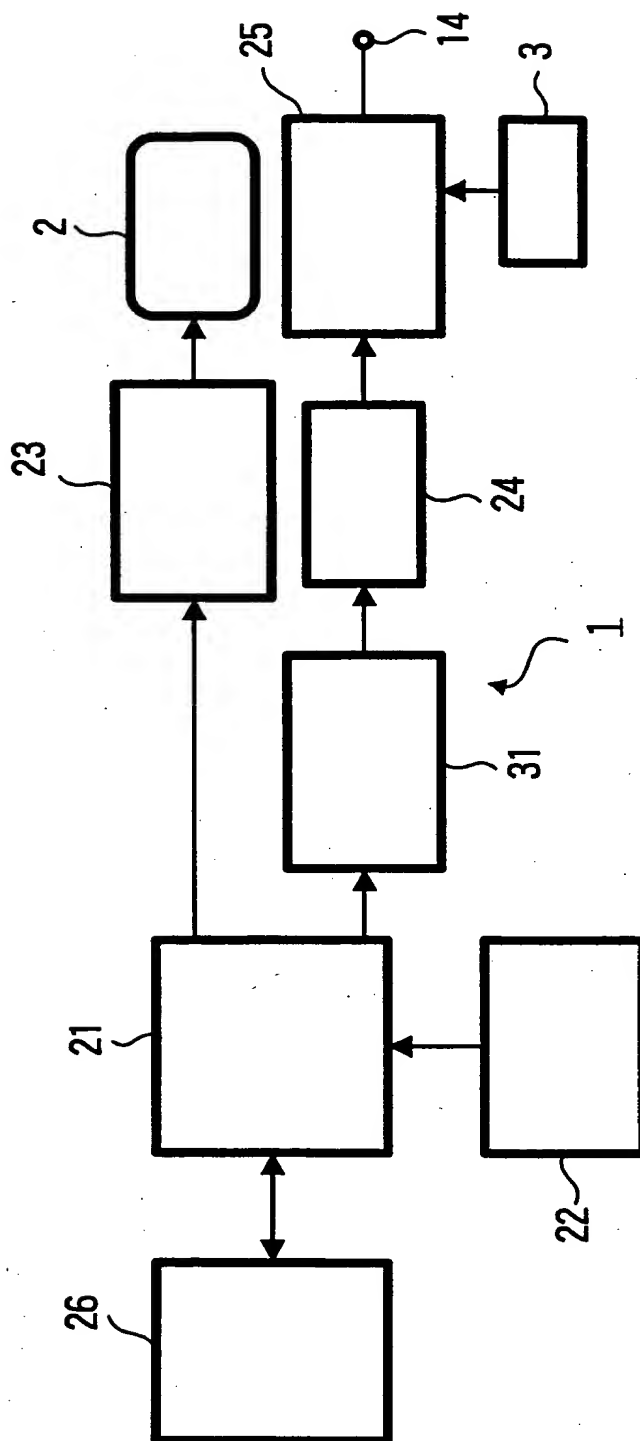


FIG. 3(a)

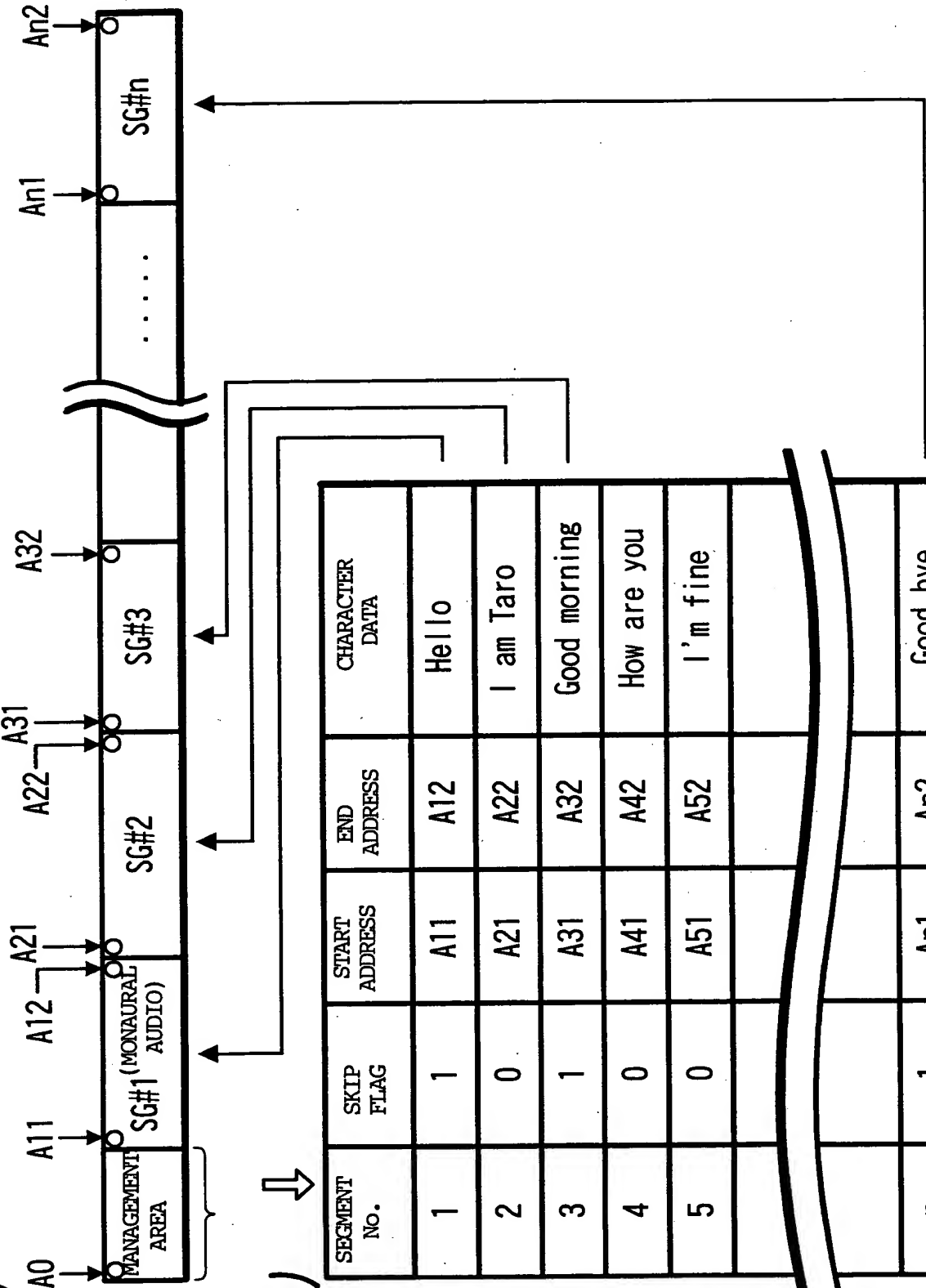


FIG. 3(b)

SEGMENT No.	SKIP FLAG	START ADDRESS	END ADDRESS	CHARACTER DATA
1	1	A11	A12	Hello
2	0	A21	A22	I am Taro
3	1	A31	A32	Good morning
4	0	A41	A42	How are you
5	0	A51	A52	I'm fine
...				
n	1	An1	An2	Good bye

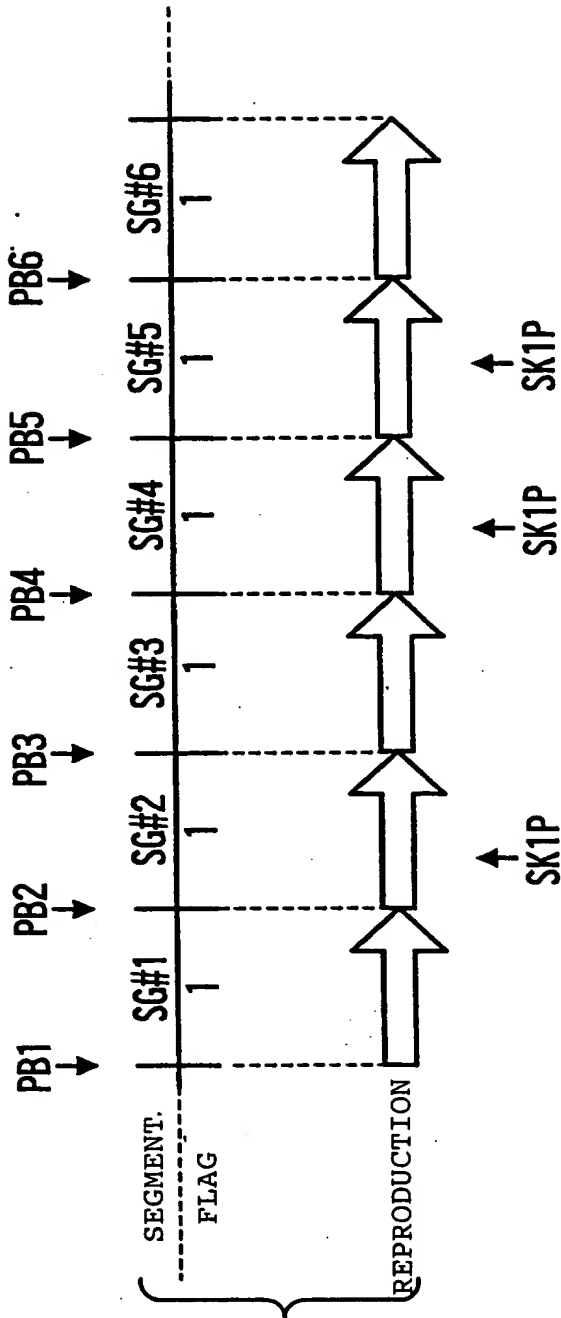


FIG. 4(a)

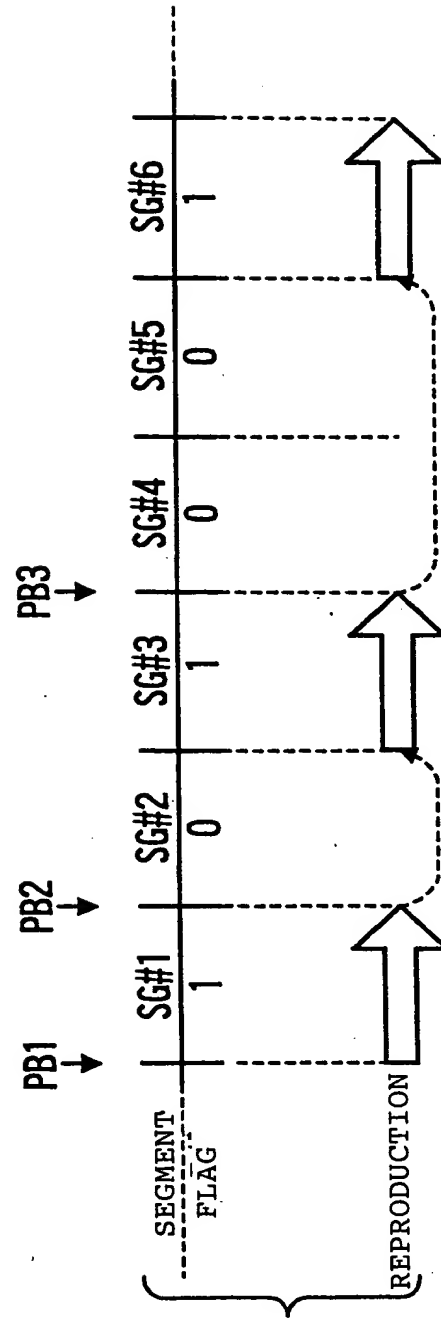


FIG. 4(b)

FIG. 5

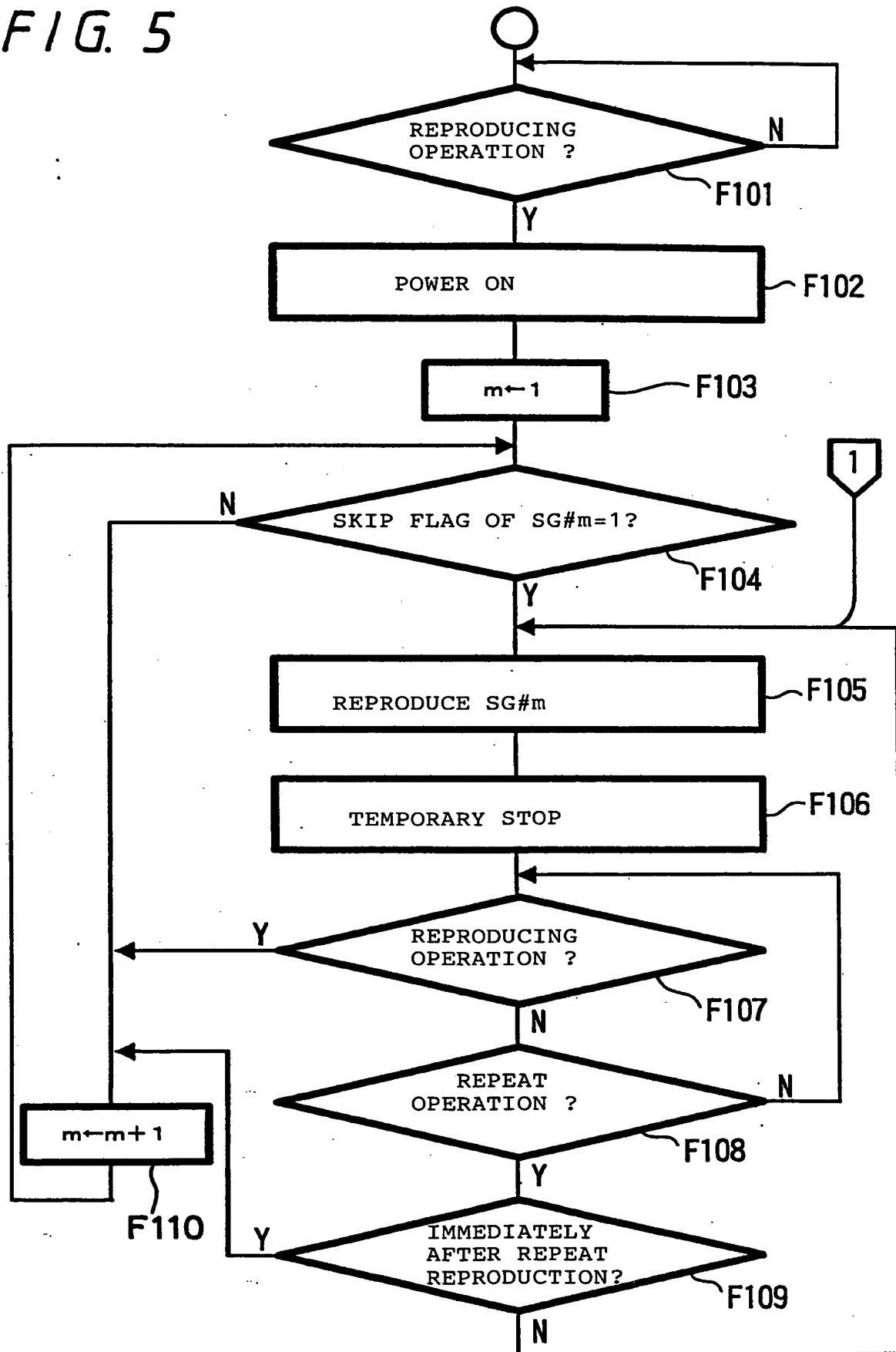


FIG. 6

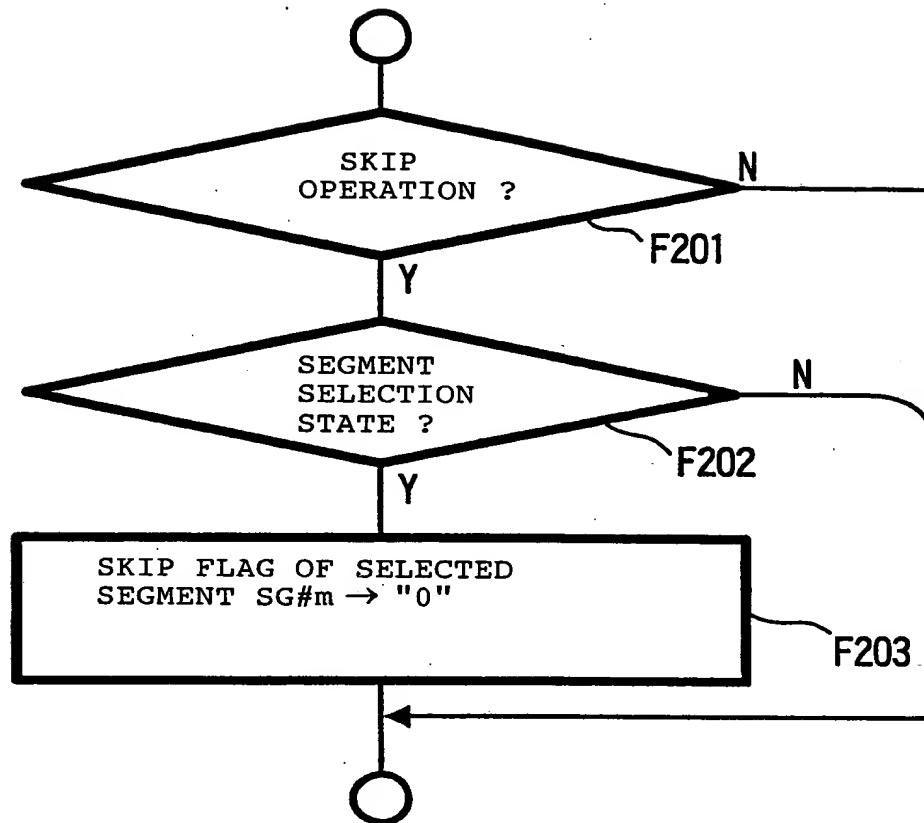
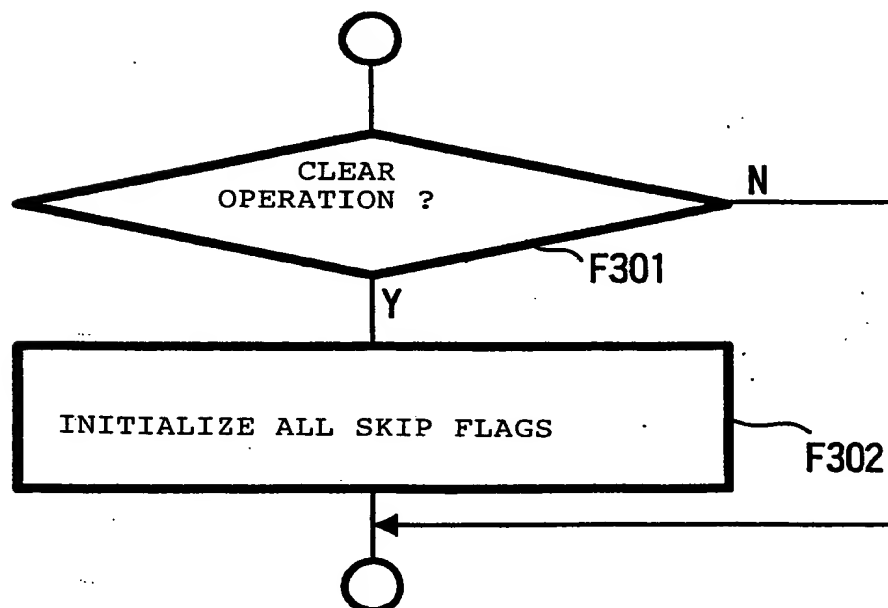


FIG. 7



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graph TD
    Start(( )) --> F401{FAST FORWARD OPERATION ?}
    F401 -- N --> Start
    F401 -- Y --> F402[m ← m + 1]
    F402 --> F403{SKIP FLAG OF SG#m=1?}
    F403 -- N --> F401
    F403 -- Y --> F404{HAS PREDETERMINED PERIOD OF TIME ELAPSED ?}
    F404 -- Y --> End1{{1}}
    F404 -- N --> F405{FAST FORWARD OPERATION?}
    F405 -- Y --> F401
    F405 -- N --> F403
  
```

FIG. 9

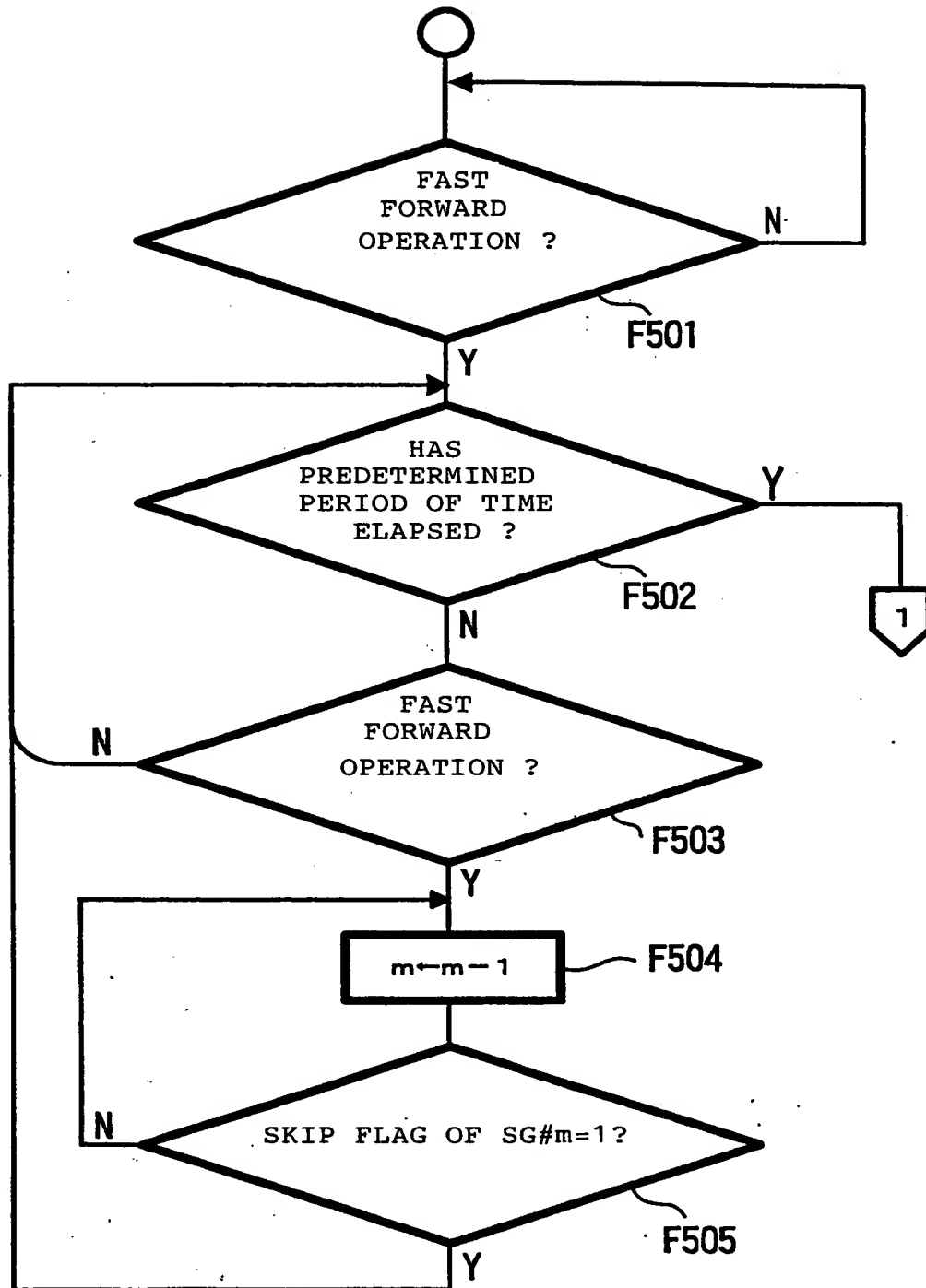


FIG. 10

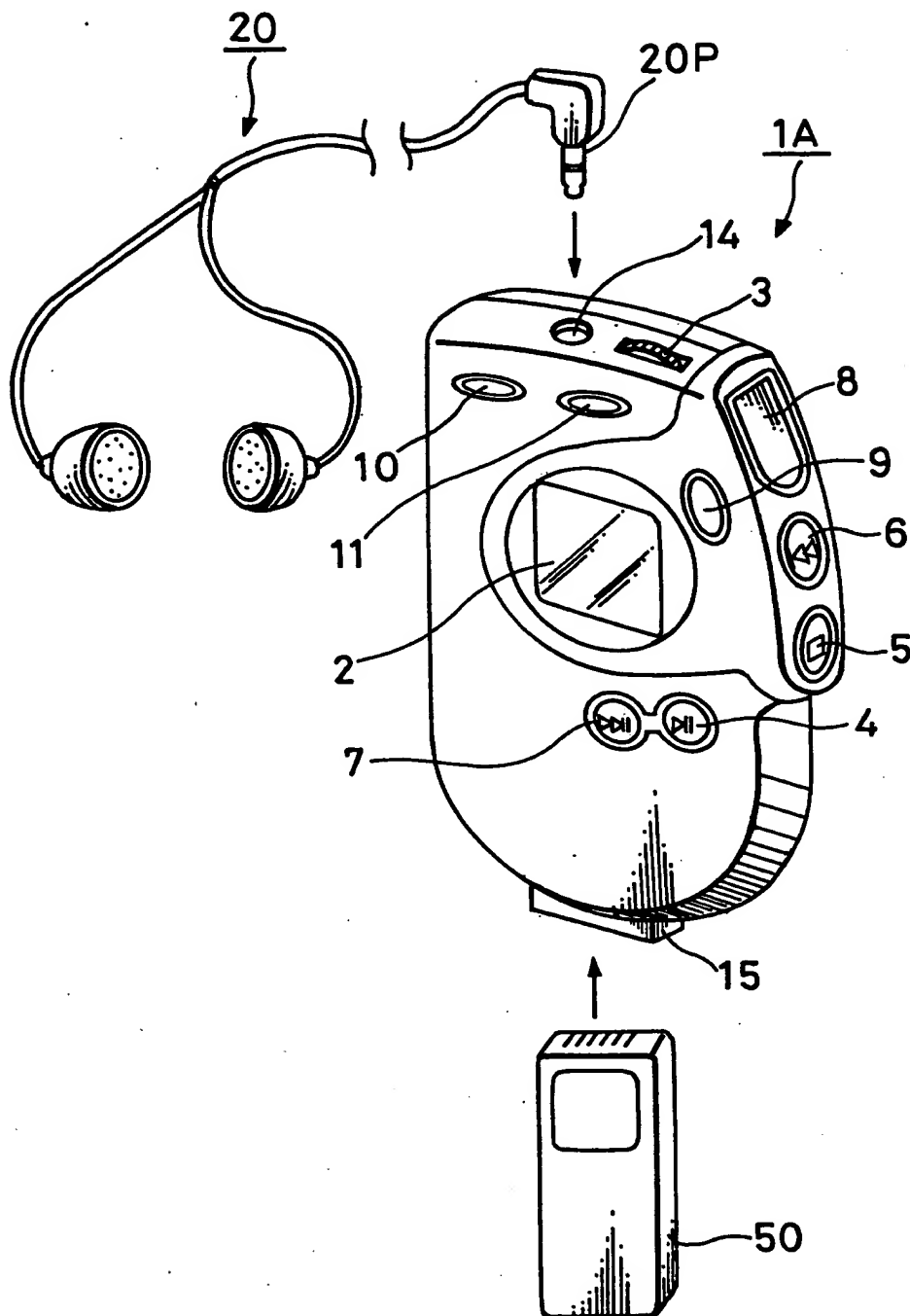


FIG. 11

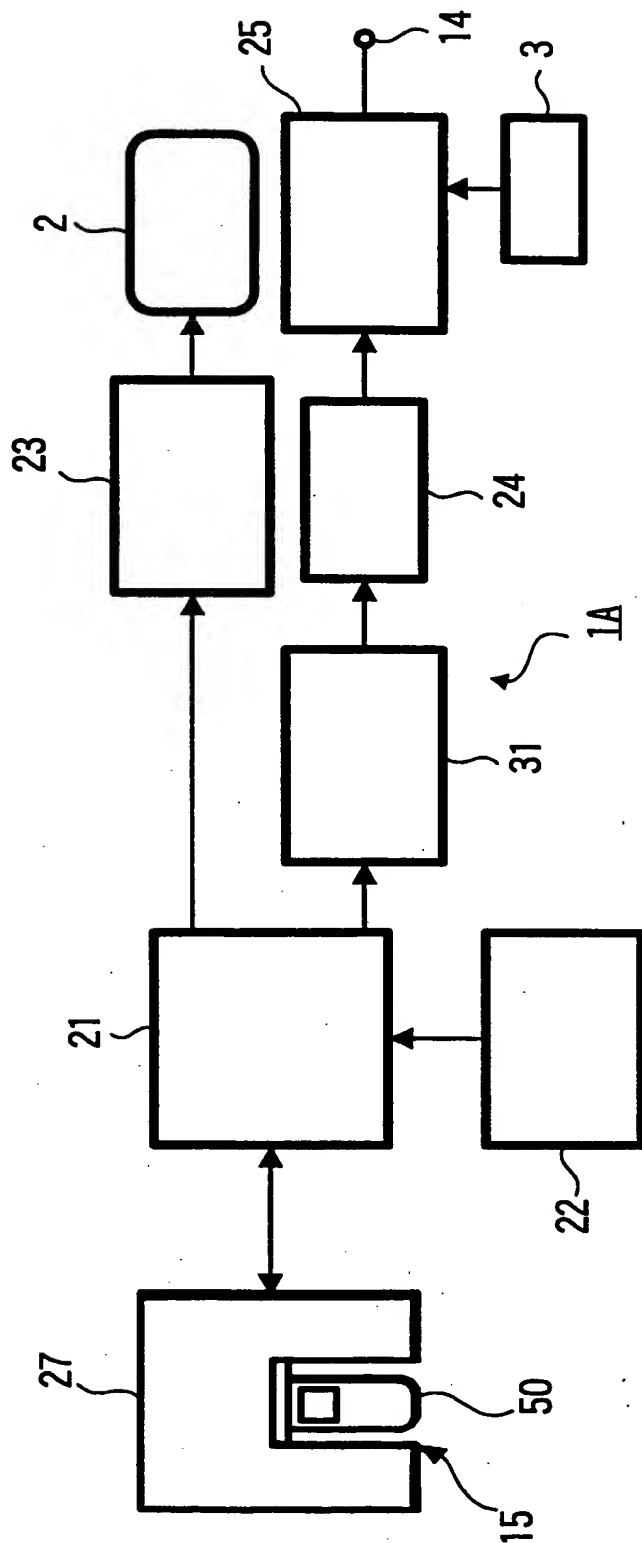


FIG. 12

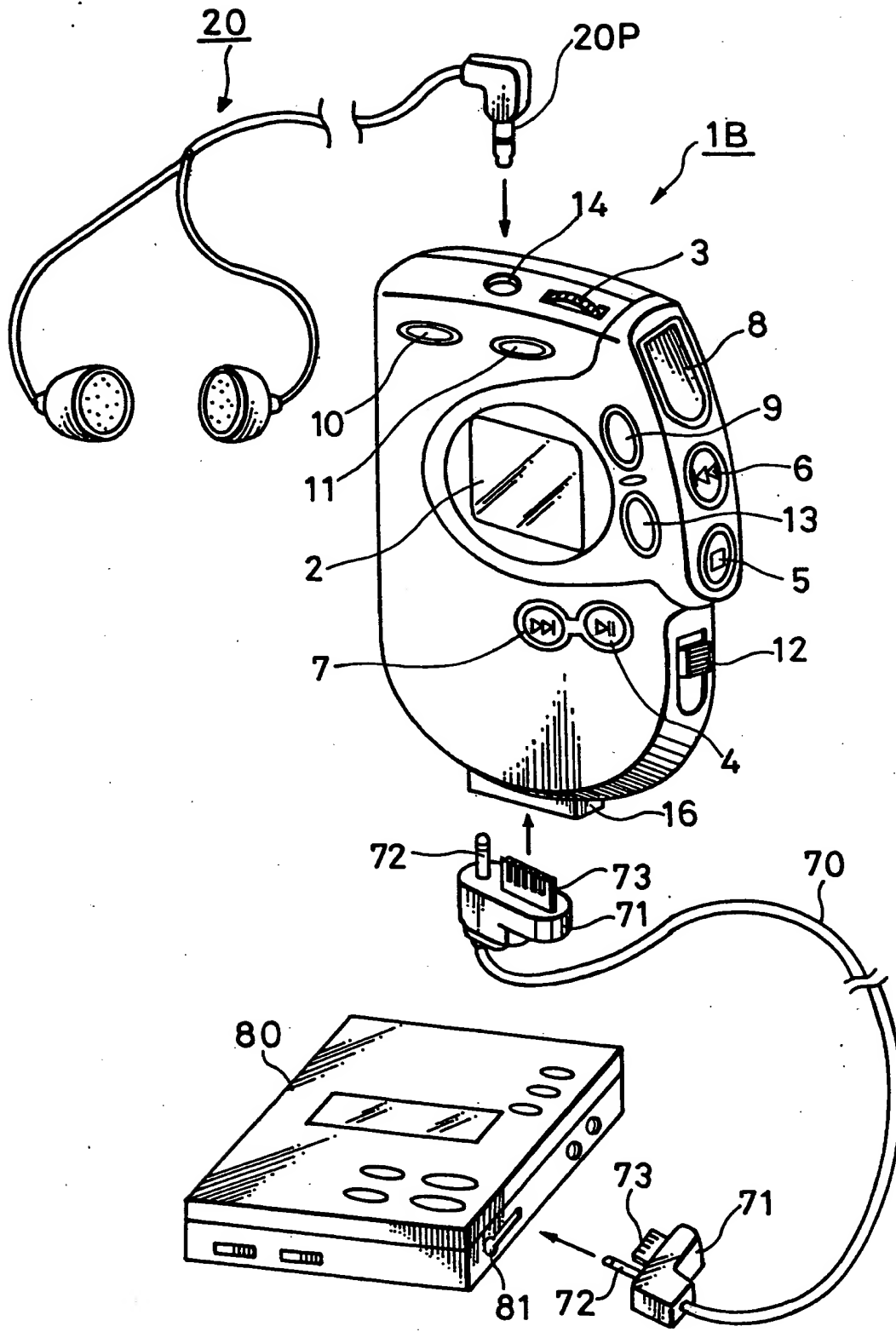


FIG. 13

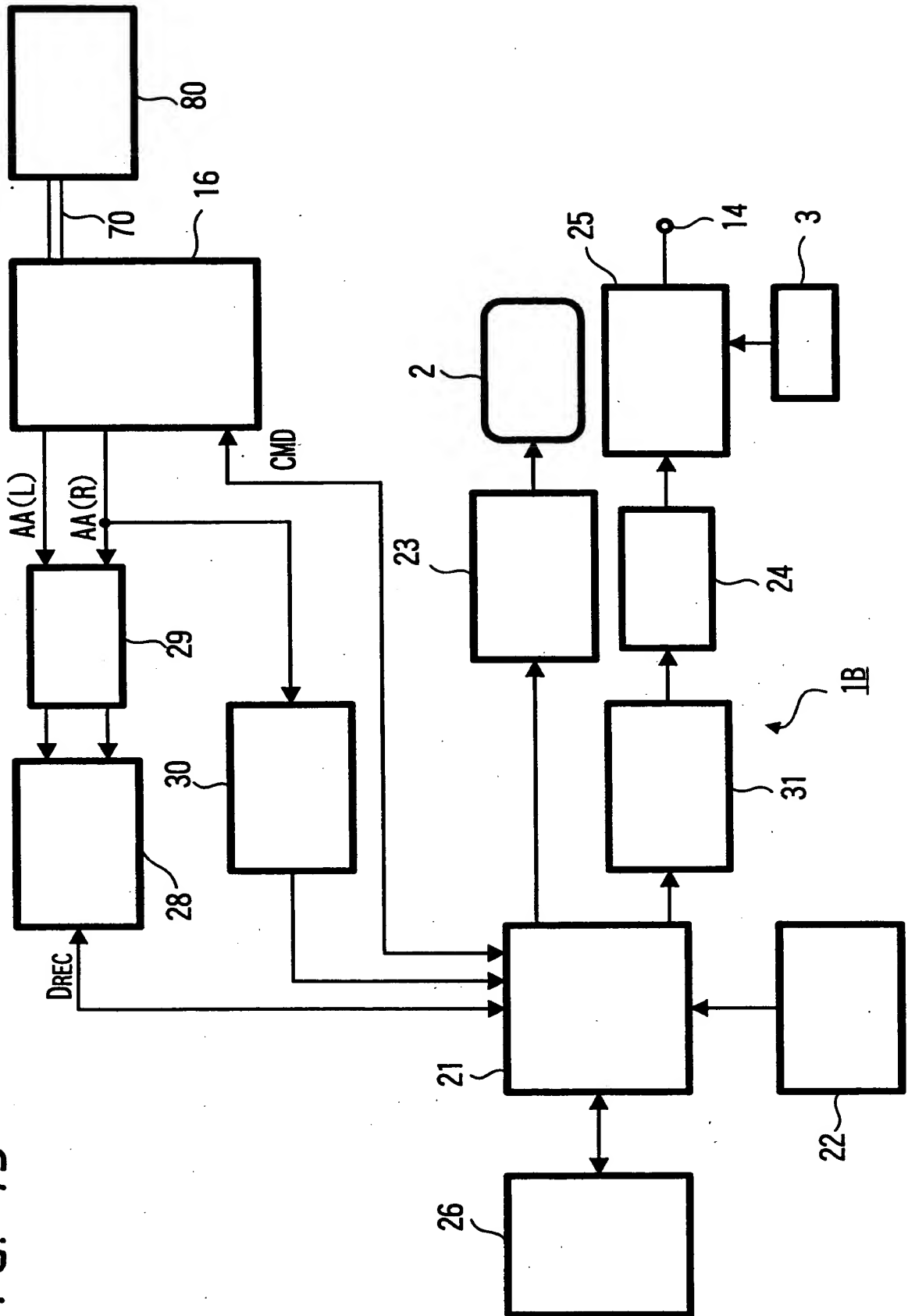


FIG. 14(a)



FIG. 14(b)

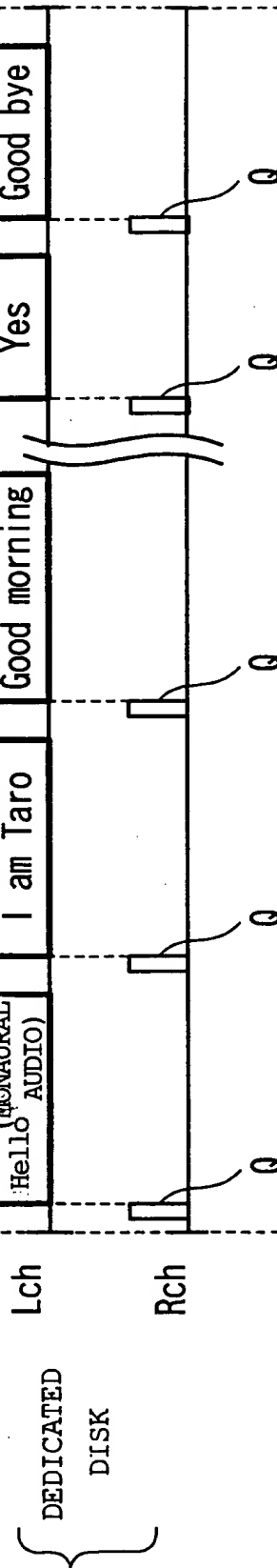


FIG. 14(c)

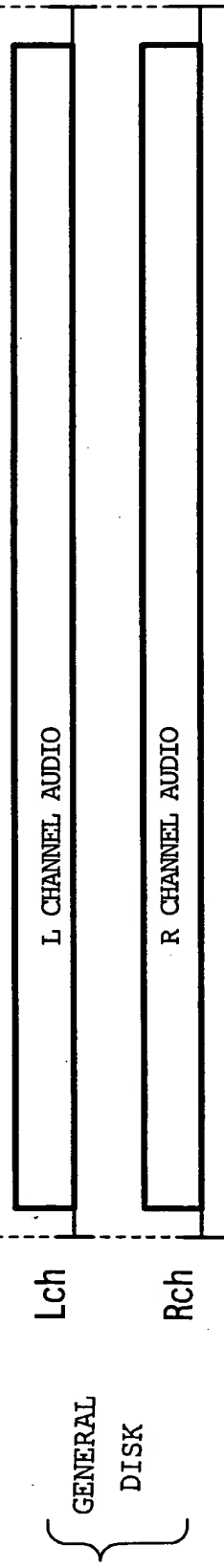


FIG. 15

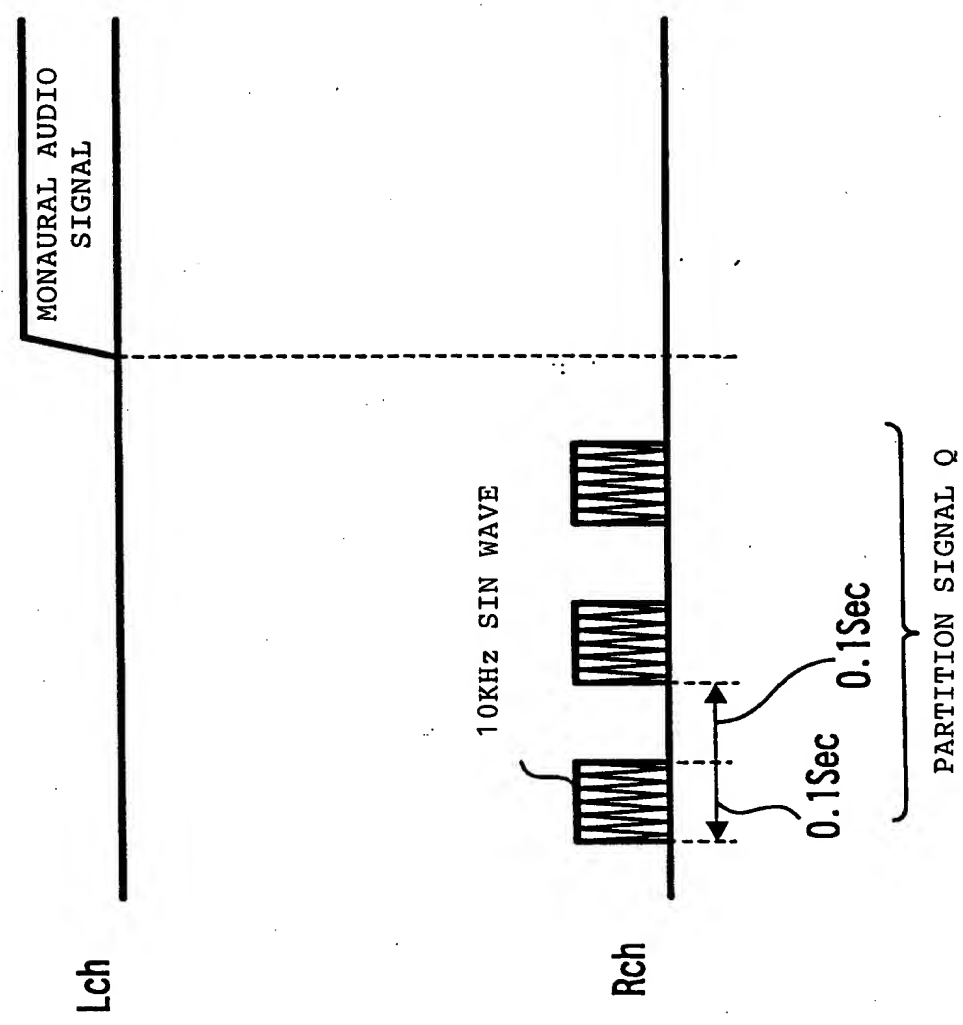
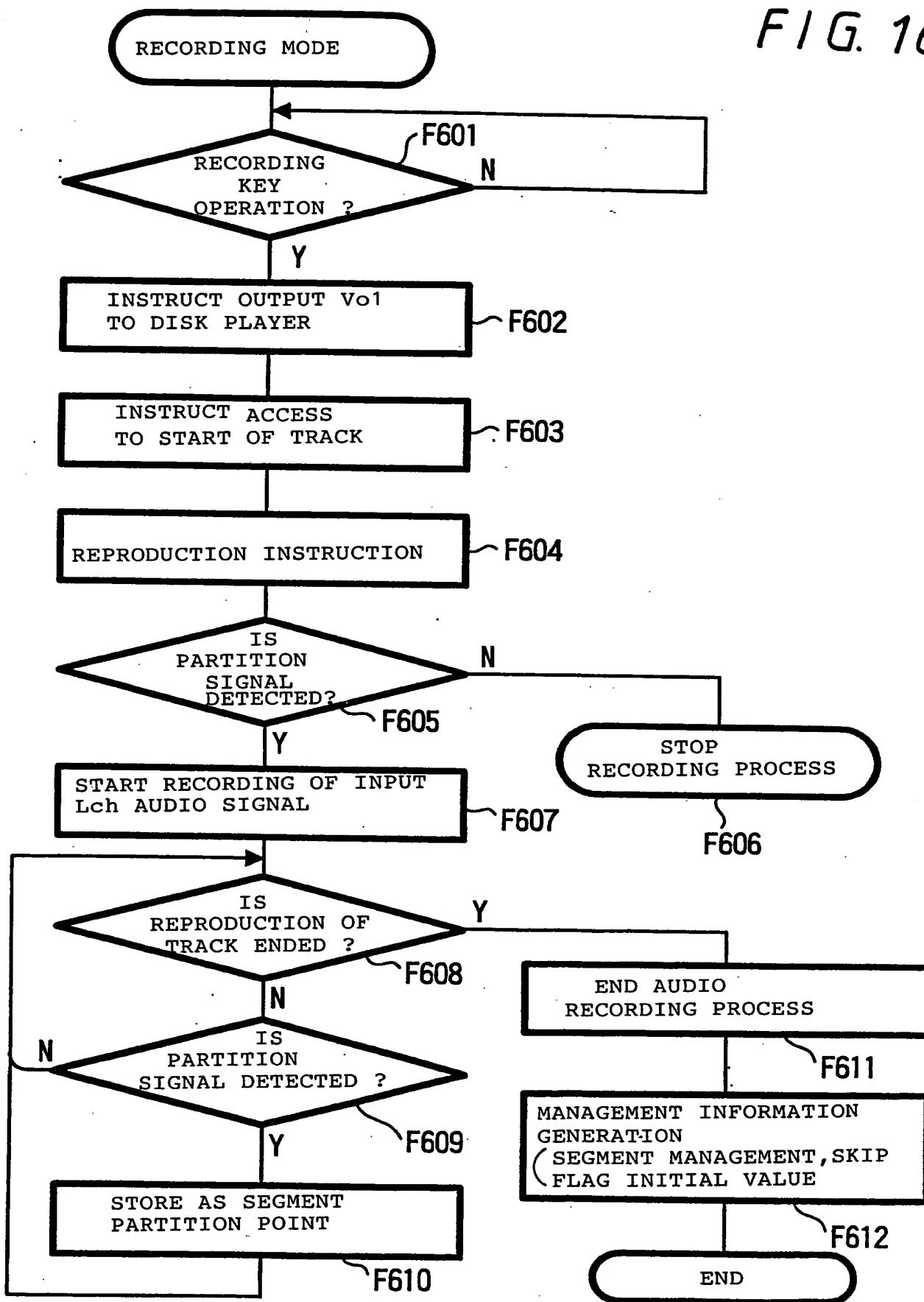


FIG. 16



DESCRIPTION OF PREFERENCE NUMERALS

- 1 ... REPRODUCING DEVICE
- 2 ... DISPLAY UNIT
- 3 ... VOLUME DIAL
- 4 ... REPRODUCTION/POSE KEY
- 5 ... STOP KEY
- 6 ... FAST BACKWARD KEY
- 7 ... FAST FORWARD KEY
- 8 ... REPEAT KEY
- 9 ... DISPLAY MODE KEY
- 10 ... SKIP KEY
- 11 ... CLEAR KEY
- 14 ... HEADPHONE JACK
- 20 ... HEADPHONE SYSTEM
- 20P ... PLUG
- 21 ... CONTROL UNIT
- 22 ... OPERATION UNIT
- 23 ... DISPLAY DRIVE
- 24 ... D/A CONVERTER
- 25 ... AUDIO CIRCUIT
- 26 ... MEMORY
- 31 ... DECODER